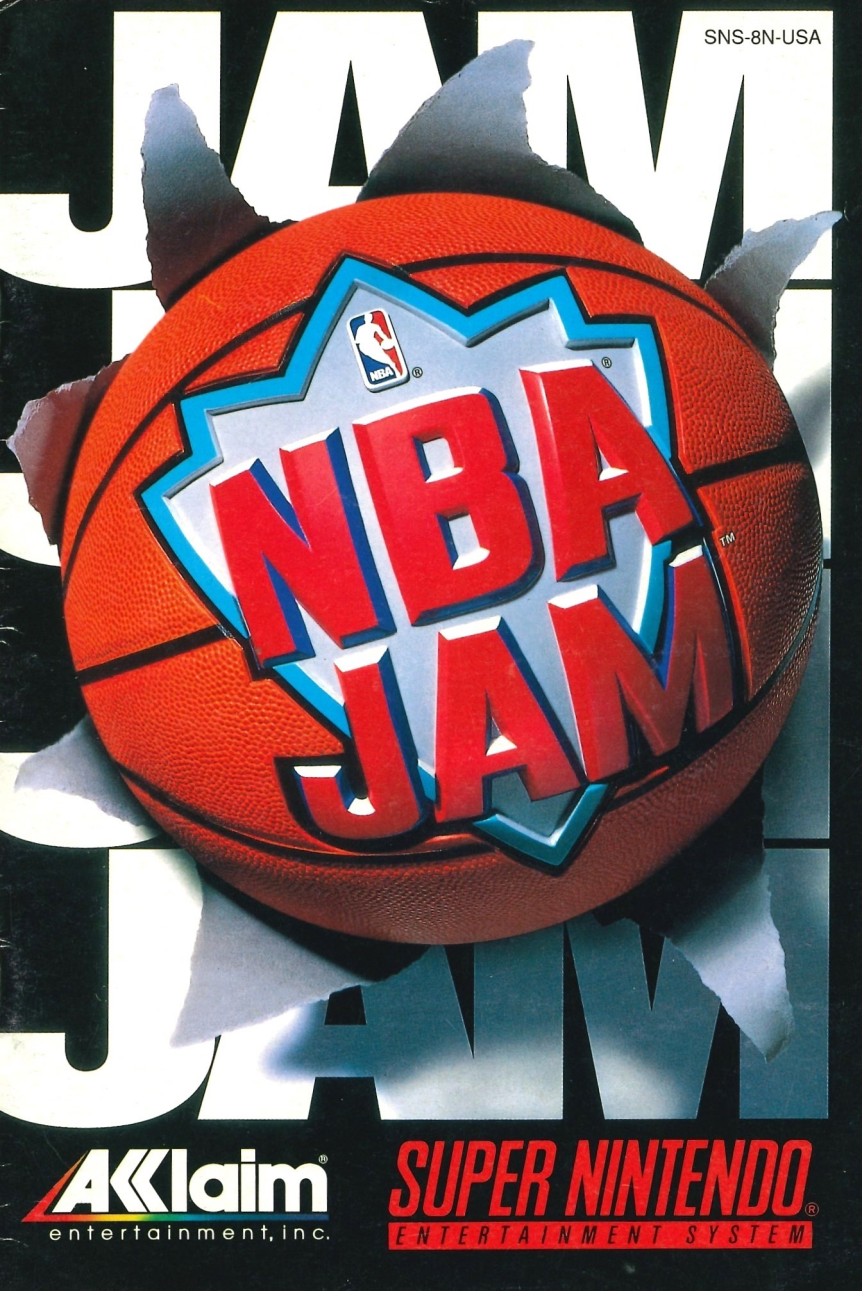
SNS-8N-USA



Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

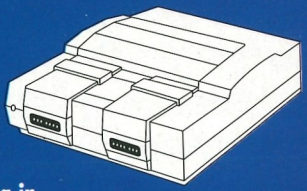
IS IT THE SHOES?!?

Go to the hole. Go strong. Deliver the facial. Show them your stuff. And your 360° rimrocker. And an in-your-face Tarzan slam for good measure. You're on fire! Shatter the glass! Knock 'em into the stands! This is the NBA®, and you're playing NBA® Jam™, the toughest two-on-two competition around and the only game in town!

Play with the superstars from all 27 NBA® teams— from Ewing and Pippen in the East to Barkley and Robinson in the West— with veteran superstars like Malone and Parish to rookie sensations like Mourning and Laettner— each with his own on-court personality and attributes. Play one-player, two players on the same side or two players against each other, or with a Super Multitap™, start a two-on-one or four-player game with your friends!

All the hard-hitting hardwood and "incredible dunks" of the arcade are here, complete with speech, record-keeping, seasonal play and the half-time report, with new features like tag mode, making *not* playing NBA® Jam™ a very "bad decision."

SETTING UP FOR THE JAM



1. Make sure the power switch is OFF.
2. Insert the NBA® Jam™ Game Pak into your Super Nintendo Entertainment System® as described in its instruction manual. If you wish to play a three or four-player game, plug in a Super Multitap™ (sold separately) at this time as described in its instruction manual.

   NOTE: NBA® Jam™ supports the Super Multitap™ only. Other multi-player adapters will not work with NBA® Jam™.
3. Turn the power switch on. You're ready to Jam.

When the title screen comes up, press the **START BUTTON**. You will be presented with three choices— **HEAD TO HEAD** (player vs. player), **TEAM GAME** (2 players vs. computer), or **OPTIONS**. If you are using the Super Multitap™, you will be presented with two choices- **START GAME** or set **OPTIONS**. Highlight your selection using the **CONTROL PAD** and press the START BUTTON.

OPTIONS allows you to set certain game options. Use the CONTROL PAD to highlight the desired option and the A,B,X, or Y BUTTON to change it:

Timer Speed: Allows you to choose how fast the game clock will count down each quarter, from Very Slow to Very Fast.

Drone Difficulty: Allows you to select how smart your computer opponents are on a scale of 1 (low) to 5 (high).

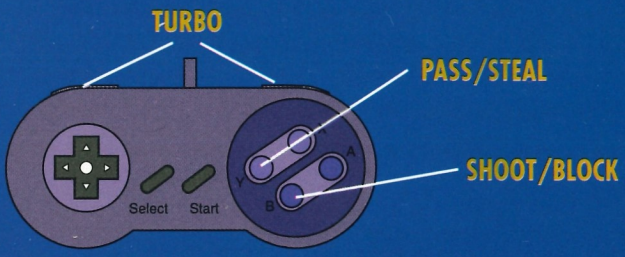
Tag Mode: In a one-player or one human per team game, NBA® Jam™ allows you to select how you wish to control your teammate.

OFF is the default. Like the arcade, you control one player the entire game, and the computer controls your teammate (unless a human player should "jump in" with his START BUTTON).

ON enables you to control both the movement and the ball-handling of whichever player on your team has the ball. In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

Computer Assistance: If a team falls far behind, this feature increases the odds that that team's shots will go in, ensuring a close and competitive game. If this feature is off, both players are given a "fair shake."

Controller Configuration: Allows each player to select which commands are associated with which buttons. Use the CONTROL PAD to scroll through the possible combinations. The default configuration is as follows:



Pressing the **START BUTTON** will exit options.

To begin playing NBA® Jam™, select either **HEAD TO HEAD** mode or **TEAM GAME** mode from any controller. There are 4 different player positions in NBA® Jam™. Player numbers 1 and 2 are teammates, and 3 and 4 oppose them on the other team. A **TEAM GAME** puts both players on the same team, making the person with controller 1 player 1, and the person with controller 2 player 2. **HEAD TO HEAD** mode puts the two human players on opposite teams. The person with controller 1 is still player 1, but the person with controller 2 is *player 3*. All players who wish to participate should then press **START** on their controller.

If you are using the Super Multitap™, select **START GAME**. Select the controller number corresponding to the player you wish to control— controller 1 is player 1, 2 is 2, 3 is 3 and 4 is 4. Everyone who wishes to participate should then press the **START BUTTON** on their respective controllers.

Whether you are using a Super Multitap™ or not , you will then be asked if you wish to enter your initials for record-keeping. Use the **CONTROL PAD** and the **A, B, X, Y** or **START BUTTON** to choose. This decision affects all players; no player can enter initials if "no" is selected. If "yes" is selected, each player will then be asked to enter his/her initials and password. Use the **CONTROL PAD** to move the cursor on top of the desired letter and press the **A,B,X** or **Y BUTTON** to select. If you are playing for the first time, or do not wish to enter a password with your initials, select **"EX"** (exit) on the password screen. NBA Jam's record-keeping feature stores each player's record, ranking, winning percent, the current streak and the teams he/she has defeated! After each game, you will be given a new password updating your record.

Although the password is given after each game, your Super NES® will automatically keep track of your record as long as it remains ON, allowing you to play a Jam session without having to write down and re-enter the password after each individual contest. Your password will not only work on your Super NES®, but your friends' machines as well, enabling you to bring your record wherever you play!

Next, players must choose their teams. Use the CONTROL PAD to scroll around the teams. Each team is composed of two NBA teammates, each with ratings in 4 categories: Speed, 3 Pointers, Dunks and Defense. A complete team-by-team listing of these stats appear on pages 16-23 of this manual. Pressing the A,B,X or Y BUTTON switches which of the teammates the player controls. Press the START BUTTON when your selection is made.

If a game is already in progress, another player may "jump in" at any time, taking over control of one of the computer-controlled players, by pressing the START BUTTON on their controller.

JAM RULES & CONTROLS

An NBA® Jam™ game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team two), and to the visiting team (team one) starting the third regardless of who wins the initial tip or who possesses the ball when the previous quarter ended.

The object of the game is to have outscored your opponents when the final buzzer sounds. A 24 second shot clock is in effect. A basket counts for two points when it is shot from inside the three-point line, and three points when shot from behind it.

A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.

To make identifying the ball-handler easy, whenever a player has possession of the ball, an orange basketball inidcator will appear behind his name at the top of the screen. If nobody has possession—the ball is in the air or has been knocked away—there is no indicator.

If a player scores three baskets in a row, he is "on fire!" During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be "on fire" at a time. Being "on fire" lasts until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. Even if the opposing team cannot score, however, your fire will eventually go out by itself. The ball glows when the player on fire holds it and smokes when he shoots it!

Beyond these, there are very few rules to an NBA® Jam™ session. There are no fouls— no reaching in, no hacking, not even a pushing foul, so play strong and take no prisoners! The controls for each human player are as follows:

CONTROL PAD: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number and color, the height of the arrow showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

OFF-SCREEN INDICATOR ARROW

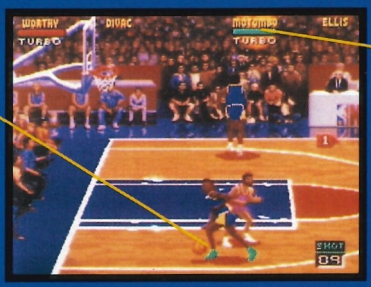
SHOOT/BLOCK: When your team has the ball, the **SHOOT** button will cause you (and on a one-human team, your computer teammate as well) to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping **SHOOT** quickly executes a head-fake which may deke the defense out of its shoes, but it stops your dribble so you must either pass or shoot the ball before you can move!

When your team does not have the ball, **SHOOT/BLOCK** causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you! Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.

PASS/STEAL: When your team has the ball, the pass button will cause you (and on a one-human team, your computer teammate) to pass the ball to his teammate. But a passed ball is easily intercepted by a defender, so look before you pass!

When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

TURBO: TURBO causes your player to run faster than he ordinarily would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter under your player's name.



As you use it, the meter runs down, but when you release TURBO, it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!

Tapping **TURBO** several times quickly causes your player to grab the ball and throw his elbows, a move which can often knock defenders away and give you a clean shot at the basket.

TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you (and on a one-human team, your computer teammate) to go for the jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players dunking ability and position. Sometimes these rim-rockers will even shatter the backboard! Your player will only jam if he is moving, however, so be sure to drive towards the hole if you want to slam!

When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping higher than he ordinarily would!

TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a much faster and safer pass than the **PASS** button by itself. Often these will take the form of behind-the-back or bounce passes.

Pressing these buttons when your player doesn't have the ball makes your player shove. When the shove connects, it knocks a player down onto the floor, out of the way, or even into the stands. Be careful, because you can knock down your own player too! Defensively the shove is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy jams!" Offensively the shove is a good way to clear an area so a teammate has a clear shot at the basket.

START: START pauses or resumes a game.

OFFENSIVE CONTROLS

Player has possession of the ball:
(Default buttons are in parentheses)

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (B- BUTTON)	Head Fake	Jump Shot	Dunk
PASS/ STEAL (Y- BUTTON)	Pass	Pass	Super- Pass
TURBO (L or R - BUTTON)	Throw Elbows	Run Faster	

DEFENSIVE CONTROLS

Player does not have possession of the ball:
(Default buttons are in parentheses)

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (B- BUTTON)	Block	Block	Super- Block
PASS/ STEAL (Y- BUTTON)	Steal	Steal	Shove
TURBO (L or R - BUTTON)		Run Faster	

JAMS

TURBO

TURBO

SCHREMPF
TURBO

PLAYER ATTRIBUTES

EASTERN CONFERENCE

ATLANTIC DIVISION

EASTERN CONFERENCE

ATLANTIC DIVISION

PLAYER ATTRIBUTES

EASTERN CONFERENCE

CENTRAL DIVISION

EASTERN CONFERENCE

CENTRAL DIVISION

PLAYER ATTRIBUTES

WESTERN CONFERENCE

MIDWEST DIVISION

WESTERN CONFERENCE

MIDWEST DIVISION

PLAYER ATTRIBUTES

WESTERN CONFERENCE

PACIFIC DIVISION

WESTERN CONFERENCE

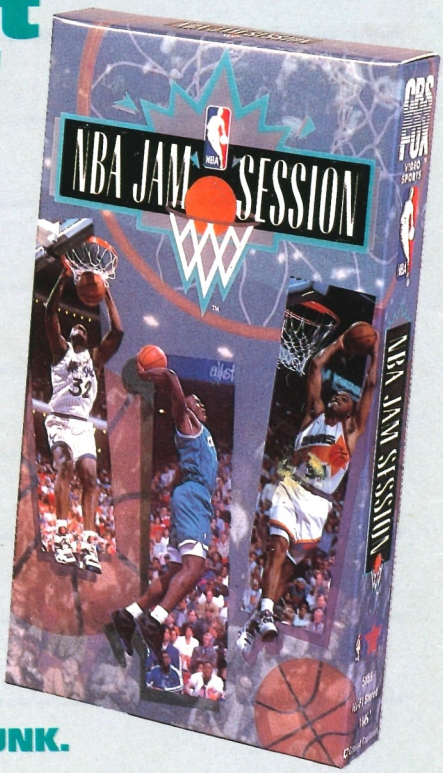
PACIFIC DIVISION

PASSWORDS

PASSWORDS

Today's Hottest NBA Players Jammin' To Today's Hottest Music!

Chart-topping hit music and spectacular NBA footage combine for the season's hottest mix in NBA Jam Session. Featuring MCA Records' top recording artists and the NBA's most thrilling superstars, NBA Jam Session showcases the talents of the league's greatest players, legends and rookie phenoms.



$14.98* each
Available wherever NBA videos are sold or call 1-800-NBA-DUNK.

© 1993 NBA Entertainment Inc. * Suggested Retail Price
© 1994 The CBS/FOX Company. All Rights Reserved. CBS™ is a trademark of CBS Inc. used under license. FOX™ and FoxVideo and their logos are trademarks of Twentieth Century Fox Film Corporation.

NBA ENTERTAINMENT INC.

MCA.

DISTRIBUTED BY FOX VIDEO

CBS FOX VIDEO SPORTS

PASSWORDS

Yo! Check This Out!

The Rhythm Of NBA Action Is Comin' Straight At You!

IV EXAMPLE · BELL BIV DEVOE · HEAVY D
LOST TRIBE OF BUDDAH · WELLS
B. BROWN POSSE · VINCENT BOSTIC · YBT
FRONT PAGE · BARRINGTON LEVY
NBA JAM SESSION

The Album With One Slammin' Jam After Another
Including Hot New Music From -
Bell Biv DeVoe, Heavy D, B. Brown Posse,
Barrington Levy, IV Example, Lost Tribe Of Buddah,
Front Page, Wells, YBT and Vincent Bostic

On MCA CDs And Tapes

TIPPING OFF THIS FEBRUARY AT A RECORD STORE NEAR YOU!

MCA.

© 1993 MCA Records, Inc.

ACCLAIM LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 624-9300
Marketed by Acclaim.
Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, N.Y. 11771

NBA JAM © 1993. Midway is a trademark of Midway Manufacturing Company. The NBA and NBA Team trademarks used herein are used under license from NBA Properties, Inc. NBA JAM SESSION is trademarked and owned by NBA Properties, Inc. All rights reserved. TERMINATOR™ 2: JUDGMENT DAY, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) and used by Acclaim Entertainment, Inc. under authorization. Sublicensed by Midway Manufacturing Company. The Arcade Game™ is a trademark of LJN, Ltd. © 1993 LJN, Ltd. All Rights Reserved. Nintendo, Super Nintendo Entertainment System, Super NES Super Scope, Super NES Mouse and the official seals are registered trademarks of Nintendo of America Inc. LJN and Acclaim are divisions of Acclaim Entertainment, Inc.® & © 1993 Acclaim Entertainment, Inc. All rights reserved.

MISSION ONE - LA, 2029
» DESTROY ENDOSKELETONS AND HK'S
» DEFEND HUMAN HIDEOUT
» PENETRATE SKYNET
» ENTER TIME FIELD GENERATOR

MISSION TWO -TODAY
» PROTECT JOHN CONNOR
» DESTROY CYBERDYNE
» TERMINATE MIMETIC POLYALLOY T-1000
» PREVENT JUDGMENT DAY

WEAPONS - SELECT
» RAPID FIRE MACHINE GUN
» ROCKET LAUNCHER
» 10-GAUGE SHOTGUN
» M-79 GRENADE LAUNCHER

T2™: THE ARCADE GAME NOW ON SUPER NES®!

RELENTLESS PULSE-POUNDING ACTION OF THE ARCADE HIT... WITH SUPER SCOPE, SUPER NES MOUSE OR STANDARD CONTROLLER.

ljn LTD.

Marketed by Acclaim, Distributed by Acclaim Distribution, Inc., 71 Audrey Avenue, Oyster Bay, New York 11771

PRINTED IN JAPAN